

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A system for recording messages, said system comprising:
a memory for receiving at least some of said messages containing within said message ~~messages having associated therewith~~ a controlled play time; and
a device for playing each received message at the controlled play time associated with said received message.
2. (Previously Presented) The system of claim 1 wherein said messages are received by a message recipient and wherein said message is played at said controlled play time without regard to any action taken by said message recipient.
3. (Original) The system of claim 2 wherein said messages are audio messages played by a speaker.
4. (Original) The system of claim 2 wherein said messages are video messages displayed on a display.
5. (Original) The system of claim 2 wherein said messages are a combination of video and audio messages.
6. (Original) The system of claim 1 wherein at least one of said messages contains a call-back number, said system further comprising;
a transmitter;
an input for receiving a response to a played message; and
means for enabling said transmitter to send said response to said call-back number.
7. (Original) The system of claim 1 wherein said controlled play time is a plurality of different times.

8. (Currently Amended) The system of claim 1 wherein said memory receives messages that do not have controlled play times contained within said messages ~~associated therewith~~ and wherein said system further comprises:

a processor operable in response to instructions received with said message having controlled play times contained within said messages ~~associated therewith~~ for controlling the play of a selected one of said messages not having controlled play times associated therewith

9. (Previously Presented) The system of claim 8 wherein said selected message is selected based on information available at the time a received message is played.

10. (Previously Presented) The system of claim 8 wherein the selection of said selected message is controlled, at least in part, by information received from a message sender.

11. (Previously Presented) The system of claim 8 wherein the selection of said selected messages is controlled, at least in part, by local sensors.

12. (Previously Presented) The system of claim 11 wherein said sensors are selected from the list of thermometer, clock, GPS, calendar, physiological.

13. (Previously Presented) The system of claim 1 wherein a played one of said messages is played continuously for a period of time as controlled by information received with the message.

14. (Original) The system of claim 1 wherein said messages are received by a plurality of memories in a broadcast mode, said memories associated with different receiving users.

15. (Previously Presented) The system of claim 1 further comprising an override control for playing selected ones of said messages at a time established independent of said controlled time associated with said selected ones of said messages.

16. (Previously Presented) The system of claim 1 wherein said device, at a controlled playtime, enables downloading of pre-identified messages stored at a location remote from said system.

17. (Previously Presented) The system of claim 1 further comprising:
means for converting any played message to a particular format, said particular
format controlled by said messaging system.

18. (Previously Presented) The system of claim 1 wherein said controlled play
time is a message recipient specific time category, instead of a specific time.

19. (Original) A method for leaving a message for a receiving party; said method
comprising the steps of:

establishing a communication connection with a memory device associated with said
receiving party; and

providing over an established communication connection a message playing time for
a message to be played to said receiving party at said message playing time.

20. (Original) The method of claim 19 wherein said providing step includes the
step of:

providing additional message playing times for each said message.

21. (Previously Presented) The method of claim 19 wherein said providing step
includes the step of:

providing multiple message times, each provided message time associated with a
different message, each said message to be played at the message time associated therewith.

22. (Original) The method of claim 19 further comprising the step of:
downloading together with said message playing time at least part of a message to be
played at said playing time.

23. (Previously Presented) The method of claim 19 further comprising the step
of:

downloading together with said message playing time an identity of a message to be
played at said playing time.

24. (Original) The method of claim 23 wherein said message is located remote
from said receiving party.

25. (Previously Presented) The method of claim 19 further comprising the step of:

downloading together with said message playing time, an identity of a message, said identity at least partially based on information obtained at said message playing time.

26. (Original) The method of claim 19 further comprising the step of:
overriding said playtime with a locally provided playtime.

27. (Original) The method of claim 19 wherein said message playing time is a time category specific to said receiving party.

28. (Previously Presented) A messaging system comprising:
a processor for controlling receipt of incoming messages; said processor operable for controlling interaction with a message sender such that attributes established by said sender can be associated with each received message, said processor further operable for controlling playback of said message in accordance with said attributes and wherein at least one of said attributes is a time of said playback.

29. (Previously Presented) The messaging system of claim 28 wherein said time of said playback is modified by data associated with each particular message recipient.

30. (Previously Presented) The messaging system of claim 28 further comprising:
sensors local to a message recipient, and
wherein said time of said playback is established by data from one more of said local sensors.

31. (Previously Presented) The messaging system of claim 30 wherein said playback is to said message sender based upon data from at least one of said sensors local to said message recipient.

32. (Previously Presented) The messaging system of claim 30 wherein said messages are selected from the list of messages consisting of audio, video, graphics pictures.

33. (Previously Presented) The messaging system of claim 28 where at least one of said attributes is selected from the list of attributes consisting of: duration of playback

time; number of times a message is to be repeated; actual time of day for repeating a message; response required to said message; additional data to be played with each message; open mike times for allowing a response from a message recipient to said message sender.

34. (Previously Presented) The messaging system of claim 28 wherein said message is played at said time without regard to any action taken by said message recipient.

35. (Previously Presented) The system of claim 28 wherein at least one of said messages contains a call-back number, said system further comprising;
a transmitter; and
an input for receiving a response to a played message; and wherein said processor enables said transmitter to send said response to said call back number.

36. (Previously Presented) The messaging system of claim 28 wherein said processor is operative to enable playing selected ones of said messages at a time established independent of said time associated with said selected ones of said messages.

37. – 43. (Canceled)

44. (Currently Amended) A method for delivering messages to a recipient, said method comprising:

creating a message to be sent to a recipient~~[[;]] associating with each said created message~~ containing within said message a time to deliver said message to said recipient;
storing each said created message in association with said ~~created~~ message delivery time at a device local to said recipient; and
playing each said stored message for said recipient at said time associated with said stored message without action taken by said recipient at the time each said message is played.

45. Canceled

46. Canceled

47. Canceled

48. (Previously Presented) The method of claim 44 wherein at least some of said stored messages contain portions that are based on information to be provided at the time said message is played, said information to be provided not being available when said message is created.

49. (Original) The method of claim 44 further comprising:
adjusting said time associated with certain of said messages based upon requirements of said recipient.

50. (Previously Presented) The method of claim 44 further comprising:
adjusting attributes of any said played message for a recipient based on requirements of said recipient.

51. (Original) The method of claim 44 further comprising:
obtaining data local to said recipient; and
based upon said local data, sending a message to a message sender.